

FIG. 1

10004534 4022004

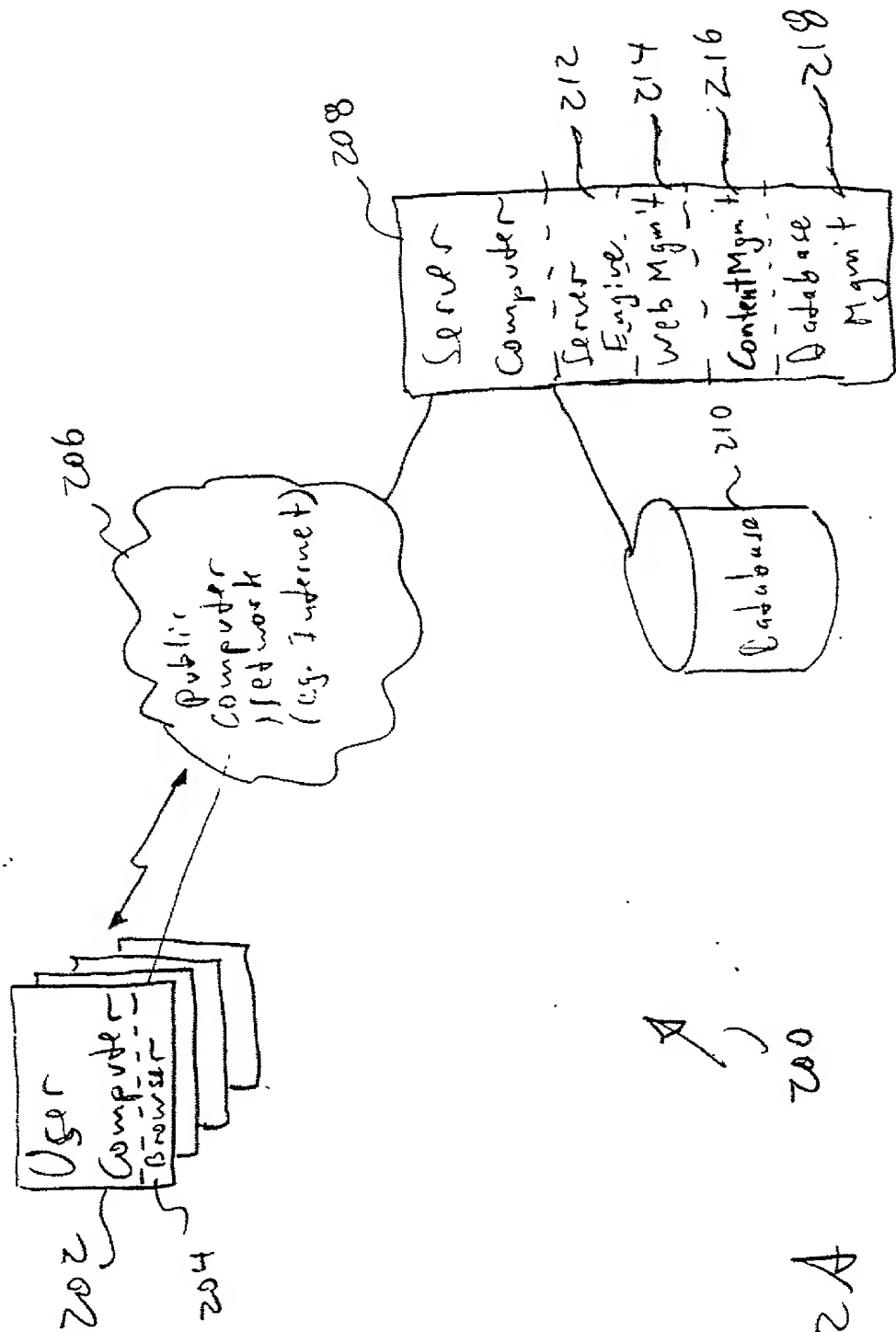


Fig 2A

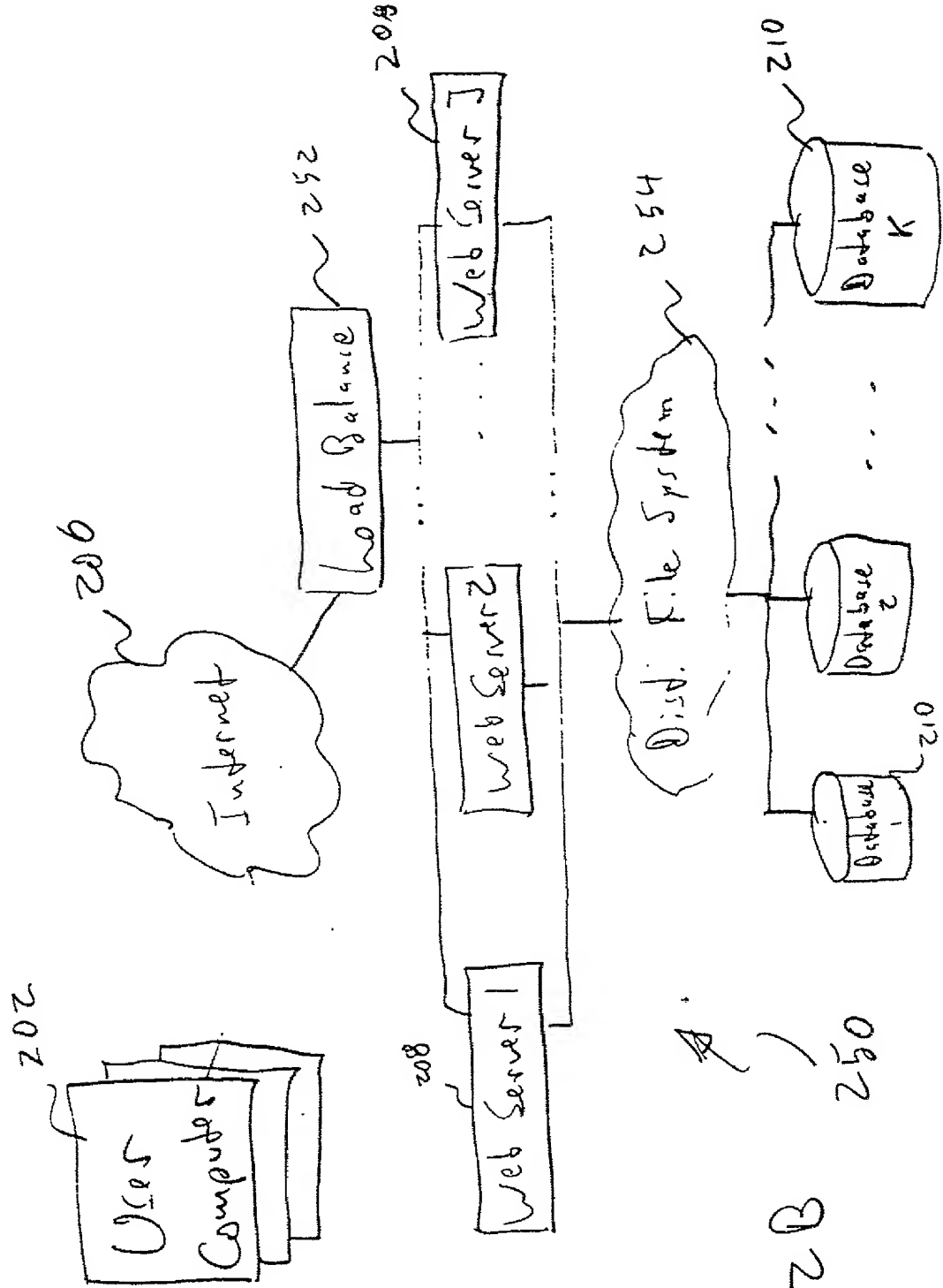


FIG 2B

FIG. 3

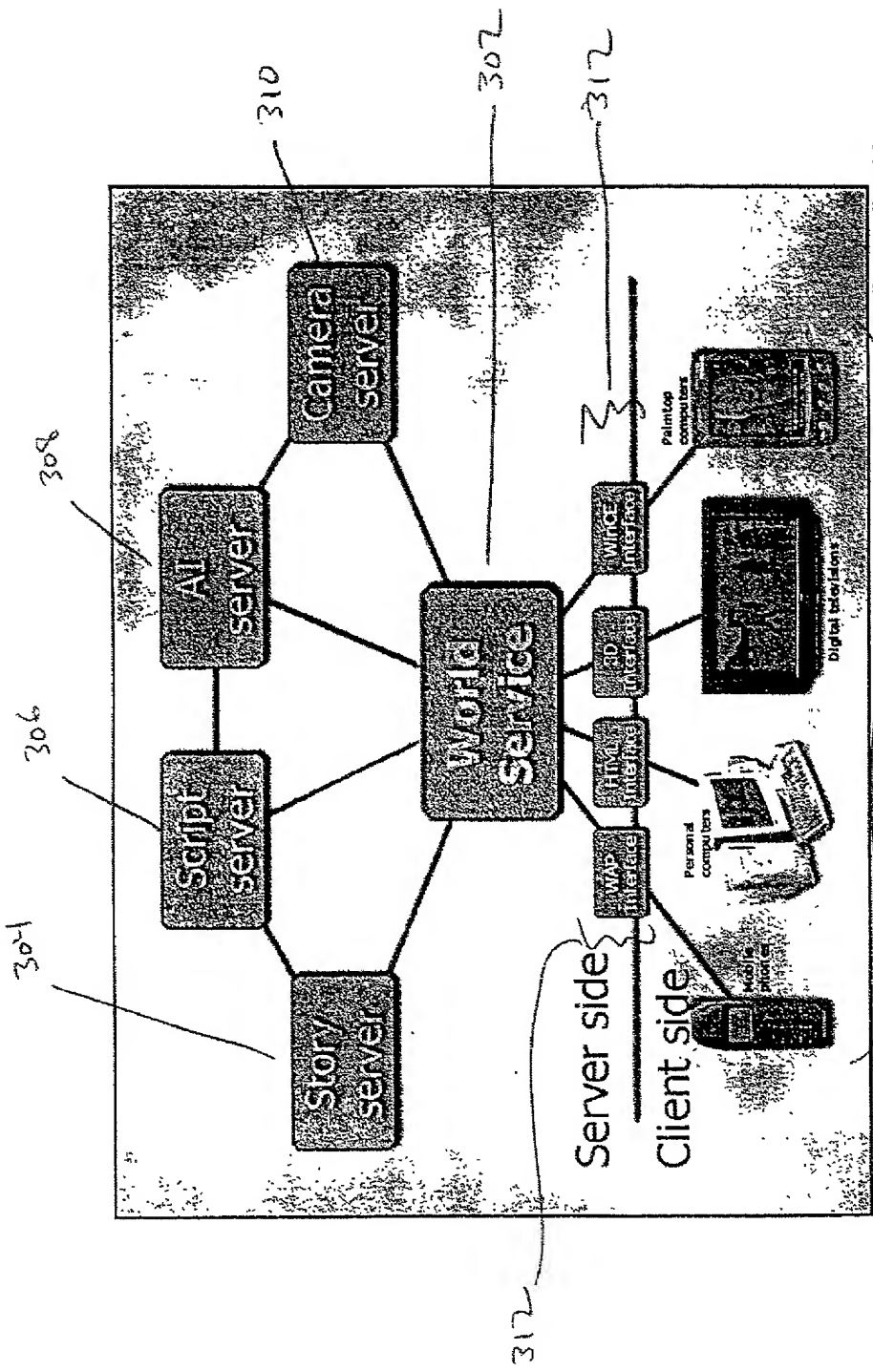


Figure 3

This document is intended to show the "continue game functionality in nGame's games, in this case we will use "Alien Fish Exchange" as the example.

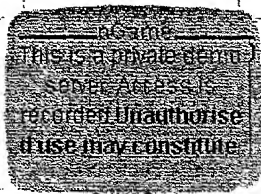


Figure 4

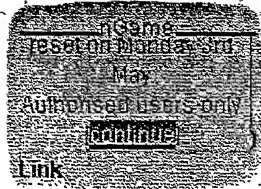


Figure 5

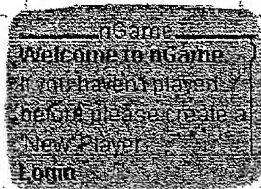


Figure 6

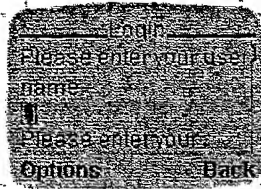


Figure 7

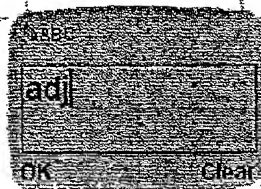


Figure 8

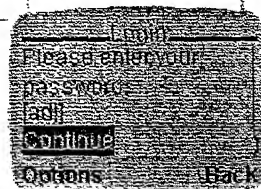


Figure 9



Figure 10

1000434 102501



Figure 11

This sequence shows the user logging in to the games server and selecting the game "Alien Fish Exchange"

The next sequence shows "Alien Fish Exchange" in action and the user playing it. Obviously starting at "Day 1"



Figure 12



Figure 13

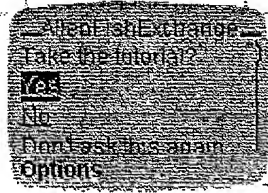


Figure 14

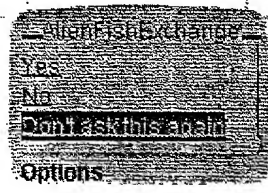


Figure 15

10004544 106501

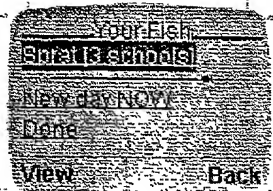


Figure 16

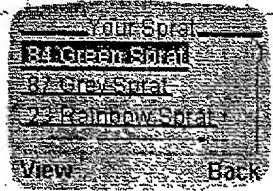


Figure 17

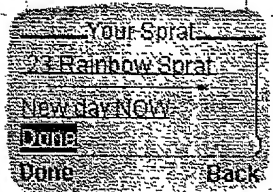


Figure 18

At this point we will assume that the game was terminated, i.e. Through loss of connection or because the user chose to.

Now we come to a point where the user wishes to continue the game of "Alien Fish Exchange" they were playing before, so the user repeats the login process as before.

But this time when they come to select the game the want, (in this case "Alien Fish Exchange") the user is given the opportunity to continue their current game.

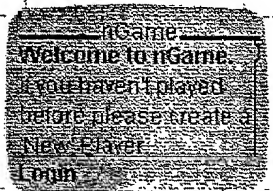


Figure 19

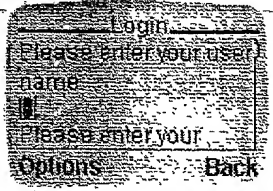


Figure 20

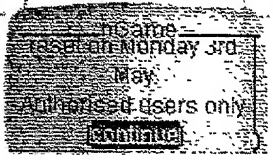


Figure 21

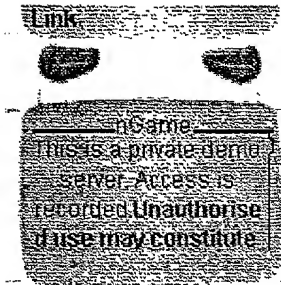


Figure 22

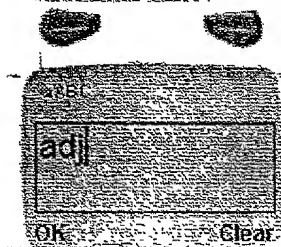


Figure 23

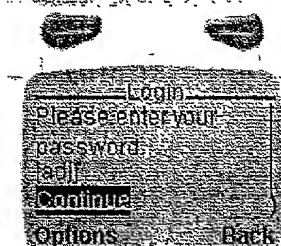


Figure 24

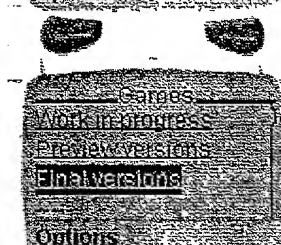


Figure 25

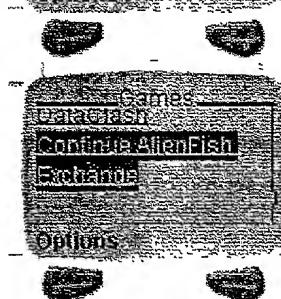


Figure 26

As the game loads it will allow the user to play from the point at which they left, as the following sequence shows.

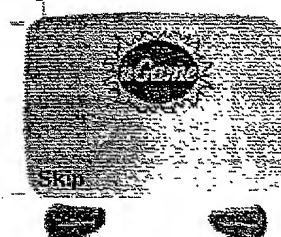


Figure 27





Figure 28

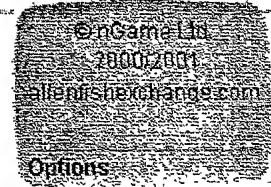


Figure 29



Figure 30

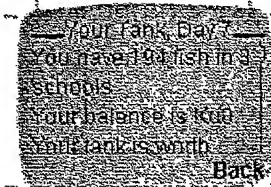


Figure 31

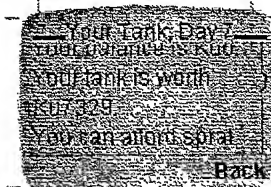


Figure 32

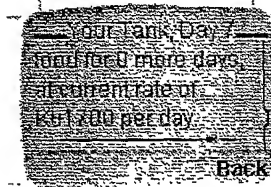


Figure 33

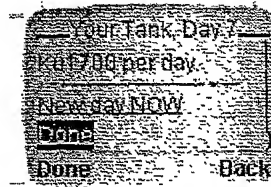


Figure 34

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